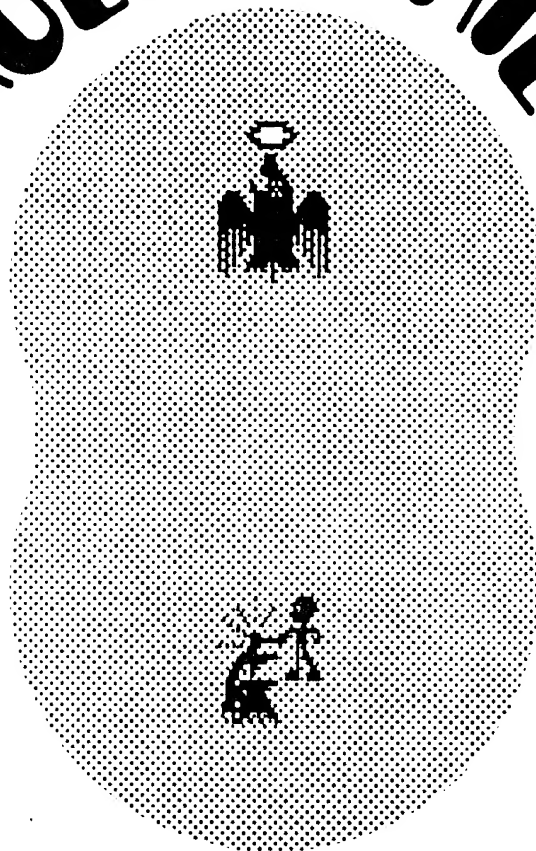


MOLE HUNTER



OWNERS MANUAL

DATA EAST CORPORATION

Takagi Bldg
109, Yochomachi, Shinjuku, Tokyo "162"
Phone (03)358-6581
Telex "DATAEAST J29894"

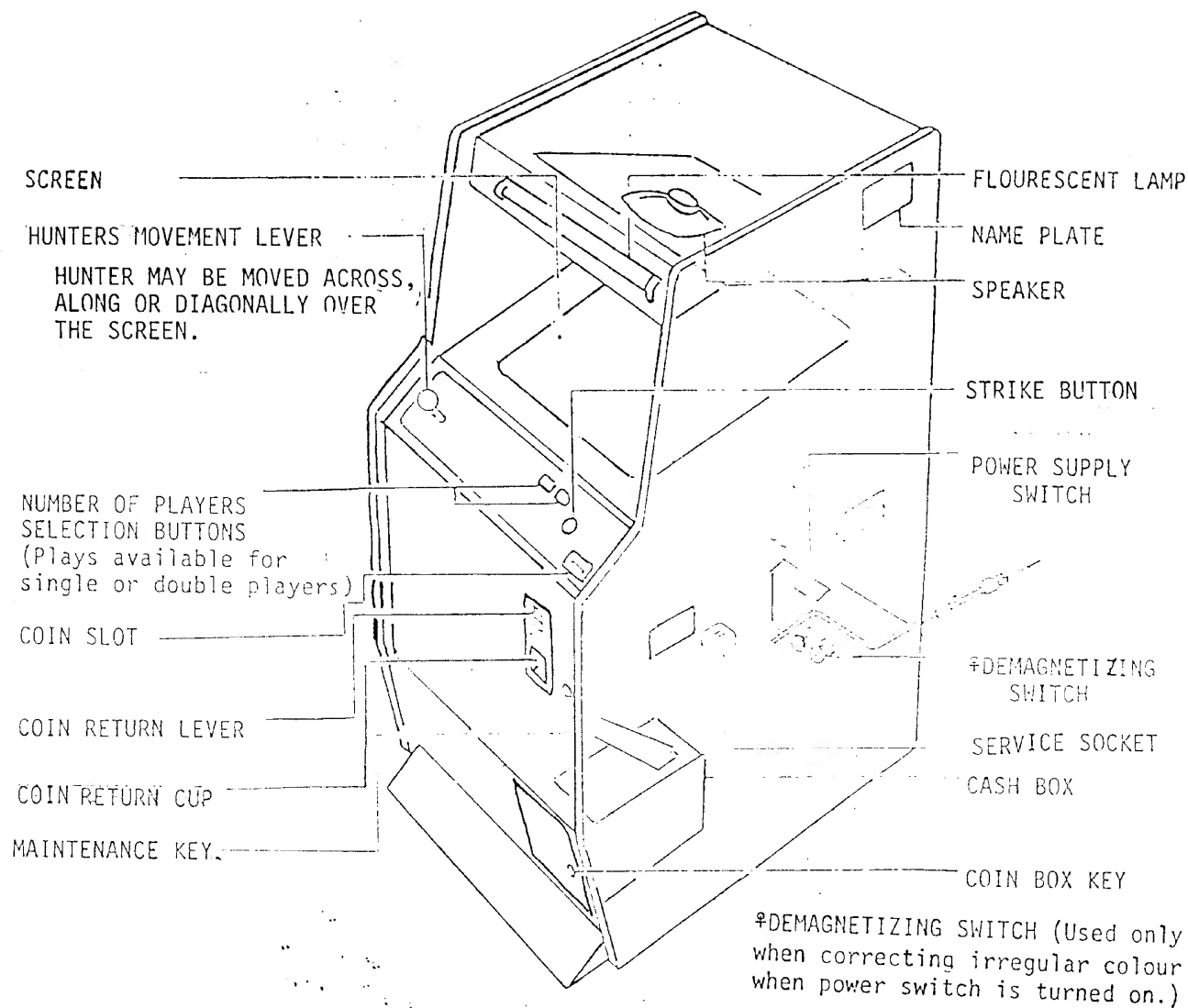
WE THANK YOU FOR PURCHASING OUR MOLE HUNTER.
WE ARE HOPING THAT YOUR CUSTOMERS WILL ENJOY
THIS COLOURFUL HUNTING GAME. WE PRESENT THIS
MANUAL SO THAT YOU MAY HAVE MAXIMUM LIFE AND
ENJOYMENT FROM YOUR MACHINE.

INTRODUCTION FOR "MOLE HUNTER"
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CONTENTS	Page.
1. Specifications	1
2. Installation	2
3. How to play	4
4. Maintenance	6
5. Maintenance chart	9



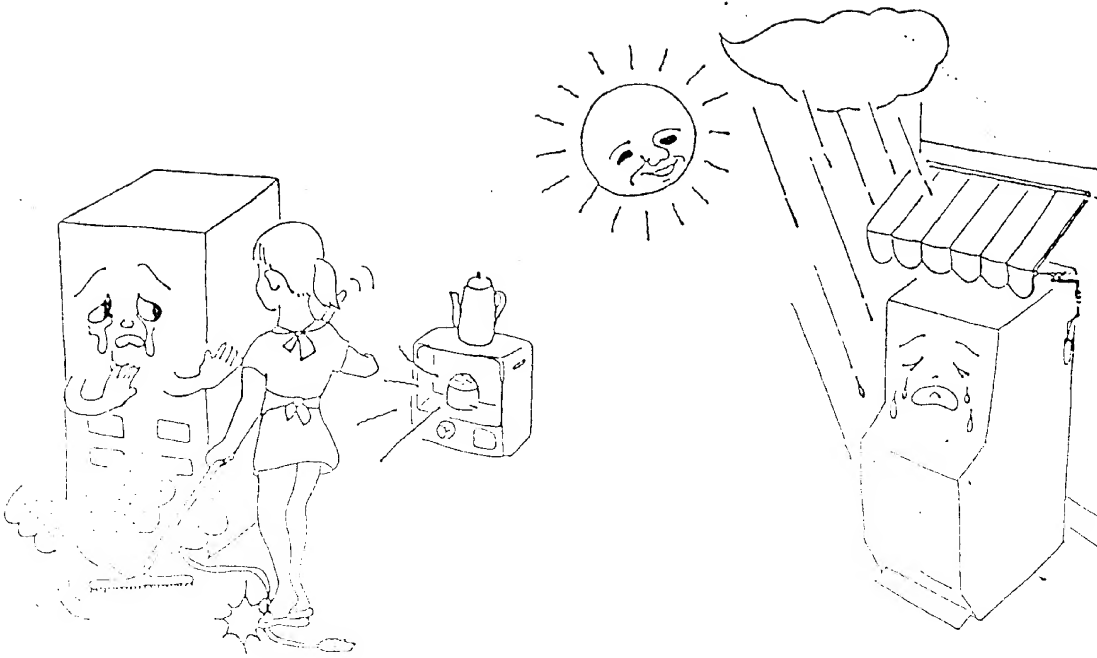
SPECIFICATIONS



SPECIFICATION

POWER SUPPLY	AC100V - 240V (to be adjusted)
POWER CONSUMPTION	120W (AC100V)
GAME COST	ADJUSTABLE (REF. PAGE 3)
DIMENSIONS	W x D x H = 610 x 890 x 1700
CASH BOX CAPACITY	(2,200 coins of Yen ¥100.-)
CRT	20" Colour (monochro)

These specifications may be changed without notice.



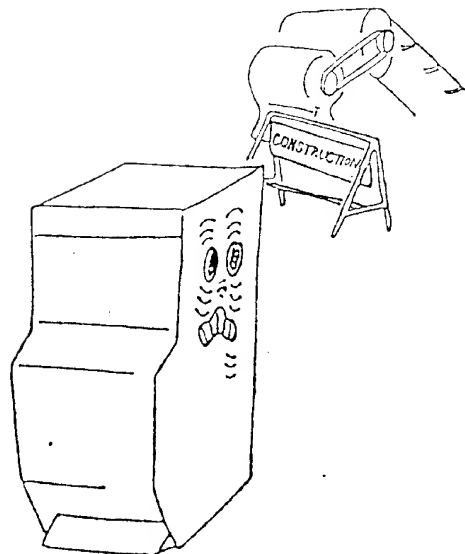
AS THE CRT USED IS THE SAME AS THAT
IN HOME TVS CARE MUST BE TAKEN TO
AVOID DAMAGE DURING TRANSPORTATION
AND INSTALLATION.

AS THIS SET IS FOR INDOOR USE
DO NOT INSTALL OUTDOORS

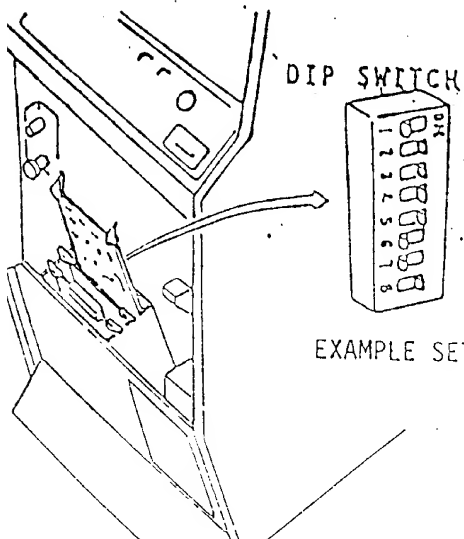
AVOID PLACES UNDER DIRECT SUN
LIGHT AND ALSO AVOID HUMID OR
DUSTY PLACES

INSTALL ON A SOLID LEVEL FLOOR

LEAVE A SUITABLE SPACE AROUND
THE MACHINE TO AVOID OBSTRUCTION
DURING PLAY AND MAINTENANCE



BEFORE PLUGGING IN THE POWER CORD



USE THE DIP SWITCH TO SET YOUR MACHINE.
IT IS LOCATED IN THE LOWER RIGHT AND
ACCESSIBLE BY PULLING OUT PCB 1 AS SHOWN
IN THE DIAGRAM.

EXAMPLE SET AT TIME OF SHIPMENT

DIP SWITCH SETTINGS

SELECT YOUR COINAGE

SELECT REPLAY POINTS

REFER TO THE CHART FOR OTHER
SETTINGS

PLUG IN THE POWER CORD (ARRANGE
THE CORD SO THAT IT IS OUT OF
THE CUSTOMERS WAY.)



TURN THE POWER SWITCH ON.

WHEN THE COLOUR IS IRREGULAR,
PUSH THE DEMAGNETIZING SWITCH
FOR 2 OR 3 SECONDS (SEE PAGES
1 & 9)

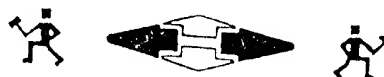
NO.	SET		FUNCTIONS		
1	FOR ADJUSTMENT				
2	ON	ON	OFF	OFF	BONUS POINTS
3	ON	OFF	ON	OFF	
	1500	3000	4500	NIL	
4	ON	ON	OFF	OFF	NUMBER OF HUNTERS
5	ON	OFF	ON	OFF	
	3	4	5	6	
6	ON	ON	OFF	OFF	GAME CHARGE
7	ON	OFF	ON	OFF	
	1coin 1play	1coin 1play	2 coins 1 play		
8	ON	PREVENT TURNING			GAME SCREEN
	OFF	TO TURN			

HOW TO PLAY

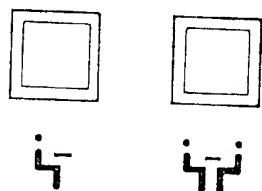
=====

1. INSERT COIN
2. PUSH BUTTON  FOR ONE PLAYER OR BUTTON  FOR TWO PLAYERS AS DESIRED TO START.
3. ONE MOLE HUNTER WILL TRAVEL AUTOMATICALLY TO THE TOP CENTER OF THE SCREEN AND UPON HIS ARRIVAL THE MOLES WILL BURROW UNDERGROUND. THE GAME STARTS.


4. USE THE CONTROL LEVER TO MOVE THE HUNTER ACROSS, ALONG OR DIAGONALLY OVER THE SCREEN.



WHEN THE MOLES EMERGE TO EAT, STRIKE THEM.



THE HIGHEST SCORE ACHIEVED WHILE THE MACHINE IS ON WILL BE REGISTERED.


SINGLE PLAYERS  SCORE

PEANUT

DOTTED LIGHTS SHOWING WHERE THE MOLES ARE BURROWING

AFTER STRIKING A MOLE IT WILL RISE TO HEAVEN, LIKE THIS.

GRAND FATHER MOLE. HE IS ALWAYS WAITING FOR A CHANCE TO BITE THE HUNTER SO THE HUNTER SHOULD APPROACH HIM FROM BEHIND

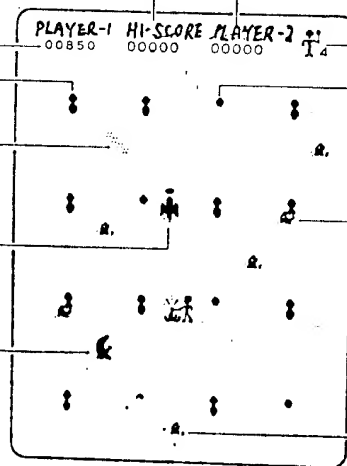
PARTNERS  SCORE

NUMBER OF HUNTERS PER PLAY

HALF EATEN PEANUT

MOLE EATING A PEANUT

MOLE EMERGING



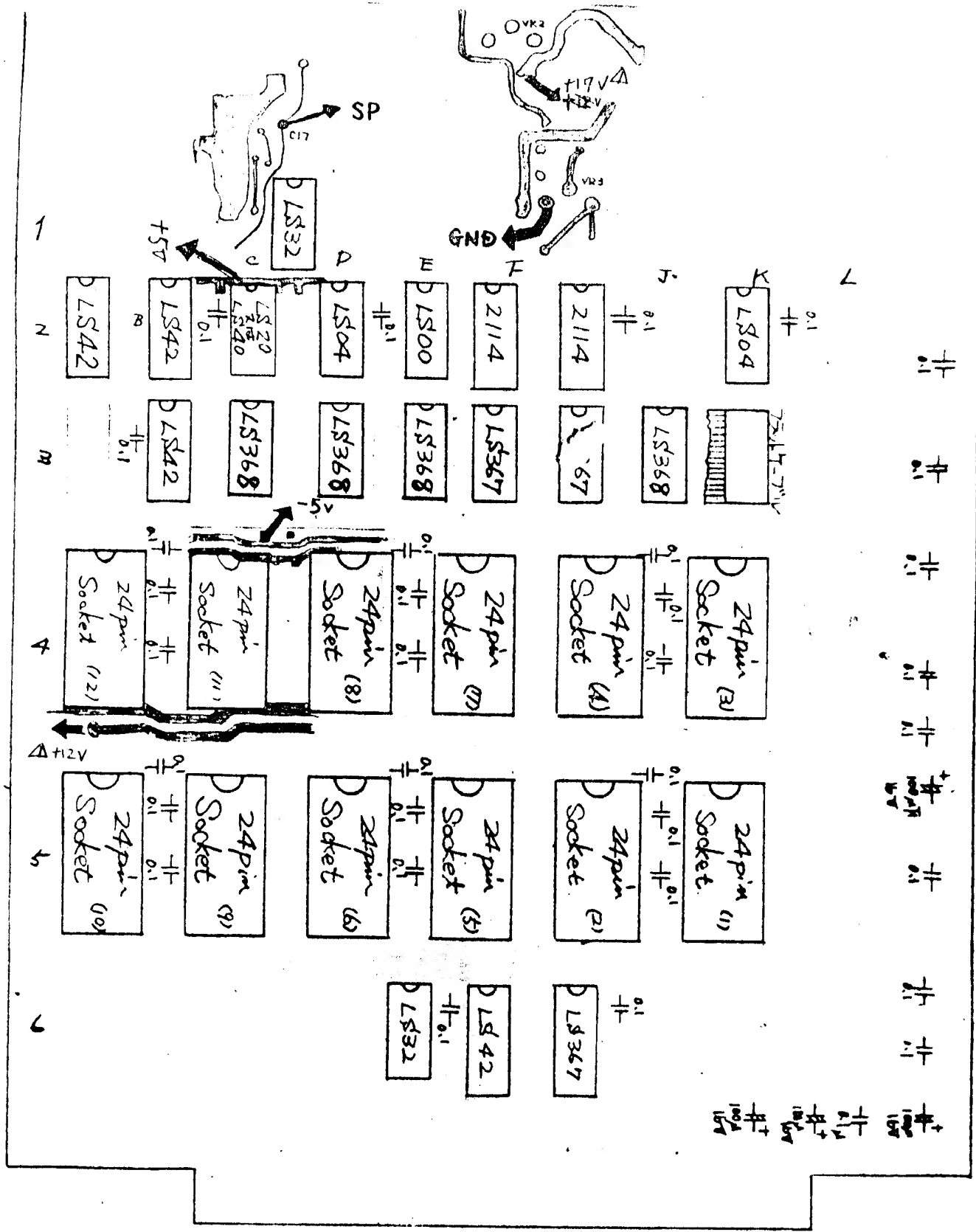
5. IF THE HUNTER STRIKES THE GRANDFATHER, HE WILL RECEIVE 50 POINTS BUT HE CANNOT KILL THE GRANDFATHER UNTIL LAST ONLY AFTER HE HAS DISPATCHED ALL OF THE BABY MOLES.
6. THE BABY MOLES CANNOT HURT THE HUNTER BUT THE GRANDFATHER CAN. IF THE GRANDFATHER DOES BITE THE HUNTER ANOTHER HUNTER WILL MOVE ON SCREEN TO TAKE HIS PLACE. HOWEVER IF THE FOURTH HUNTER IS BITEN, TWO CARRIERS WILL RUSH ON SCREEN AND CARRY HIM OFF.
7. IF 2 PLAYERS ARE PLAYING AND THE FIRST PLAYER LOSES ONE HUNTER THE GAME WILL RETURN TO THE BEGINING FOR THE SECOND PLAYER TO COMMENCE.
8. IF THE HUNTER IS SUCCESSFUL IN KILLING ALL OF THE BABY MOLES AND FINALLY THE GRANDFATHER, HE WILL RECEIVE 300 POINTS AND A FURTHER 100 POINTS FOR EACH PEANUT THAT REMAINS.
9. THE HUNTER CANNOT GUESS WHERE THE MOLES WILL EMERGE AND IF HE STRIKES AT, AND MISSES ONE, THE GRANDFATHER WILL LAUGH.
10. WHEN ALL OF THE HUNTERS HAVE BEEN BITTEN AND THE LAST ONE CARRIED OFF THE GAME IS OVER.



SCORE

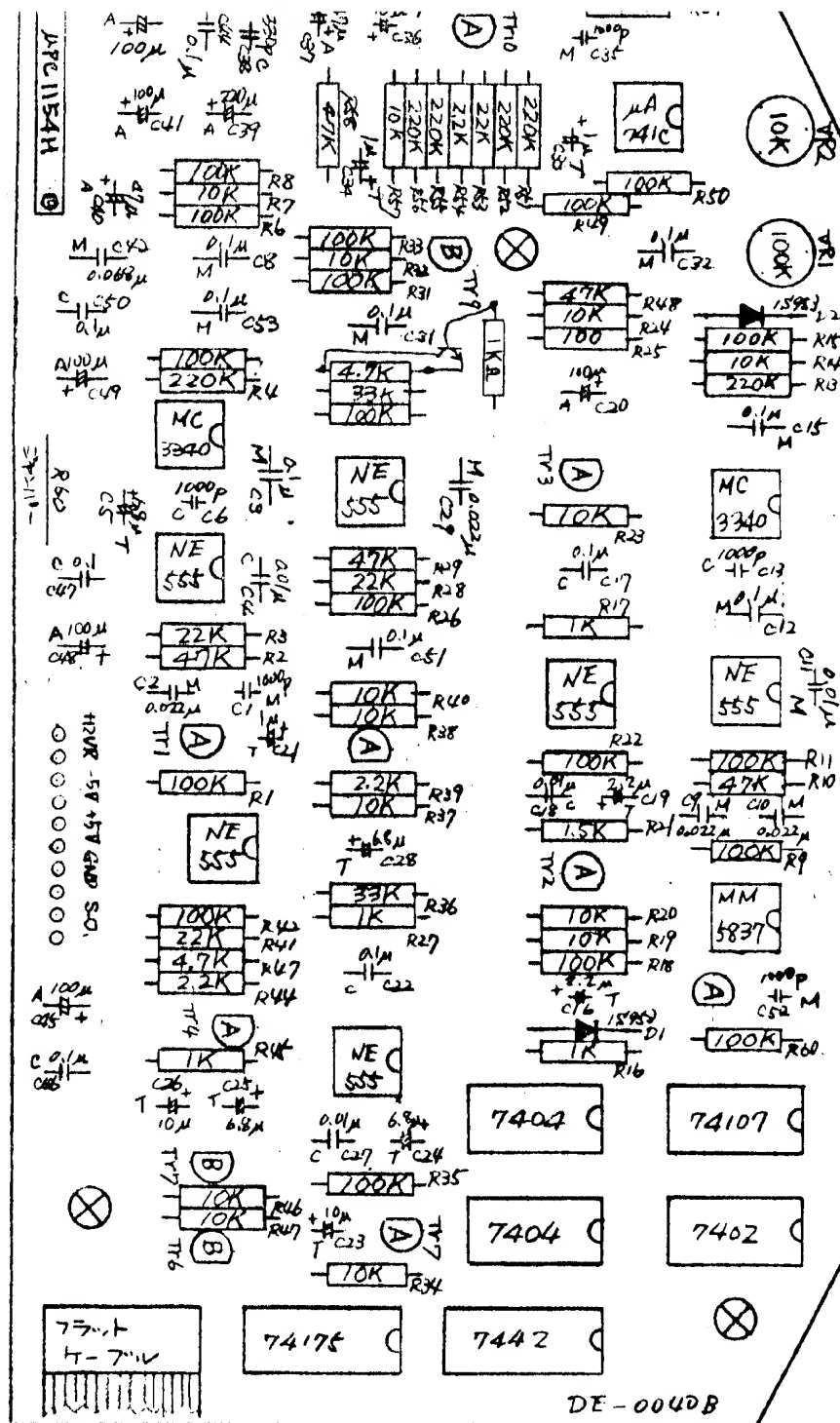
=====

GAME	POINTS
KILL BABY	30
STRIKE GRANDFATHER	50
KILL GRANDFATHER	300
REMAINING PEANUT	100



MoRE HUNTER

注)



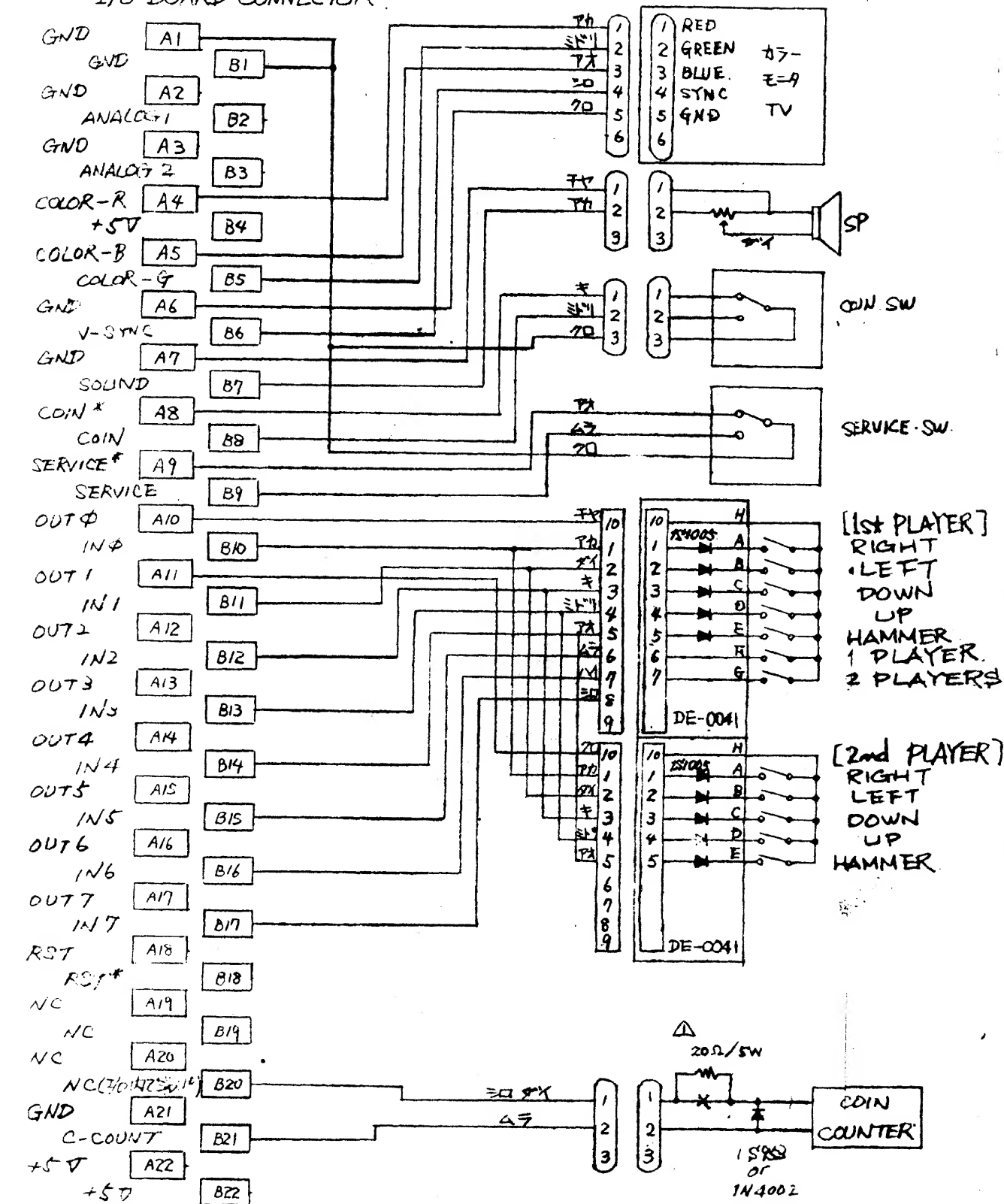
MOLE HUNTER.

IO AND CPU BOARDS SAME AS

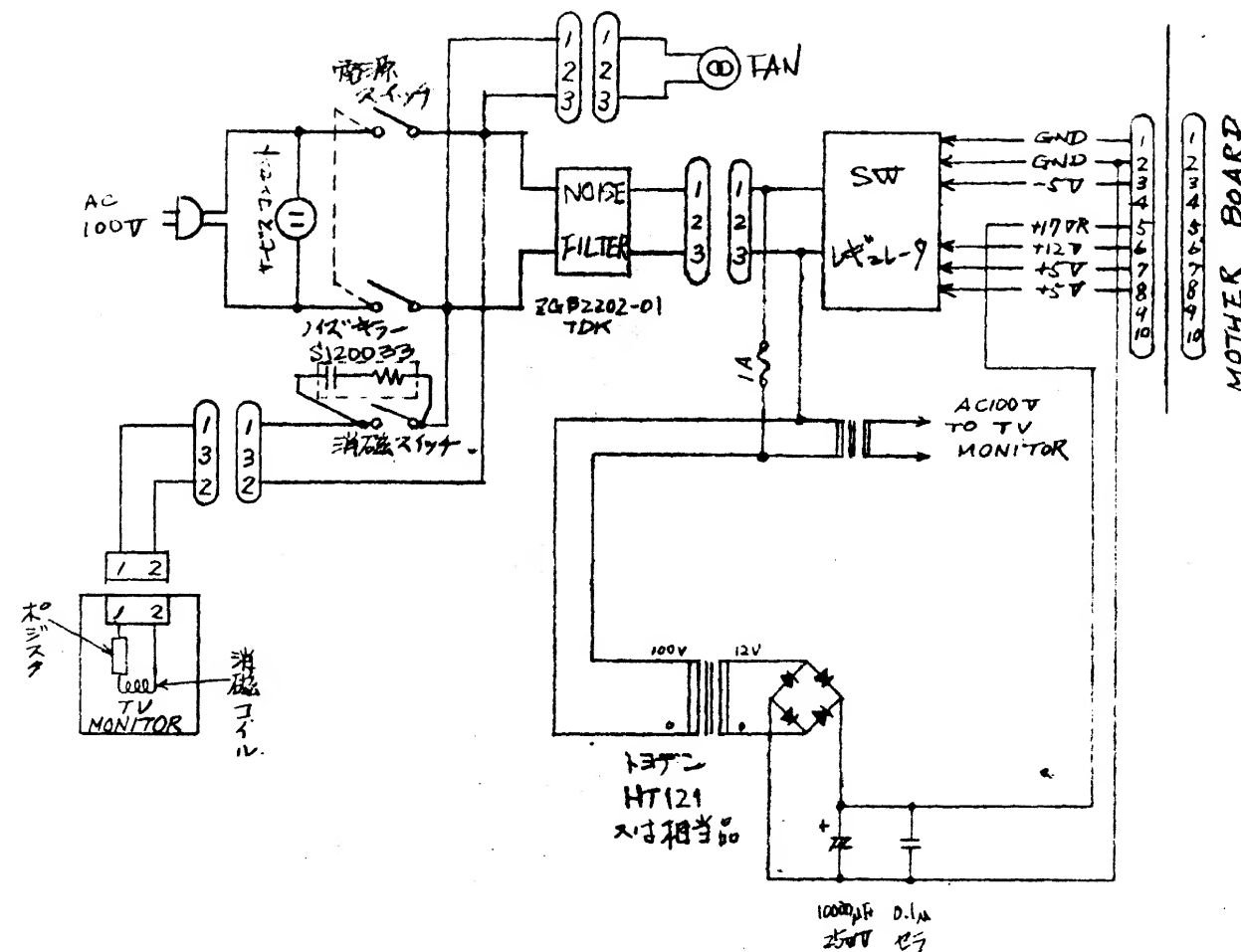
ASTRO FIGHTER - REFER TO

ASTRO FIGHTER TA-7 MANUAL.

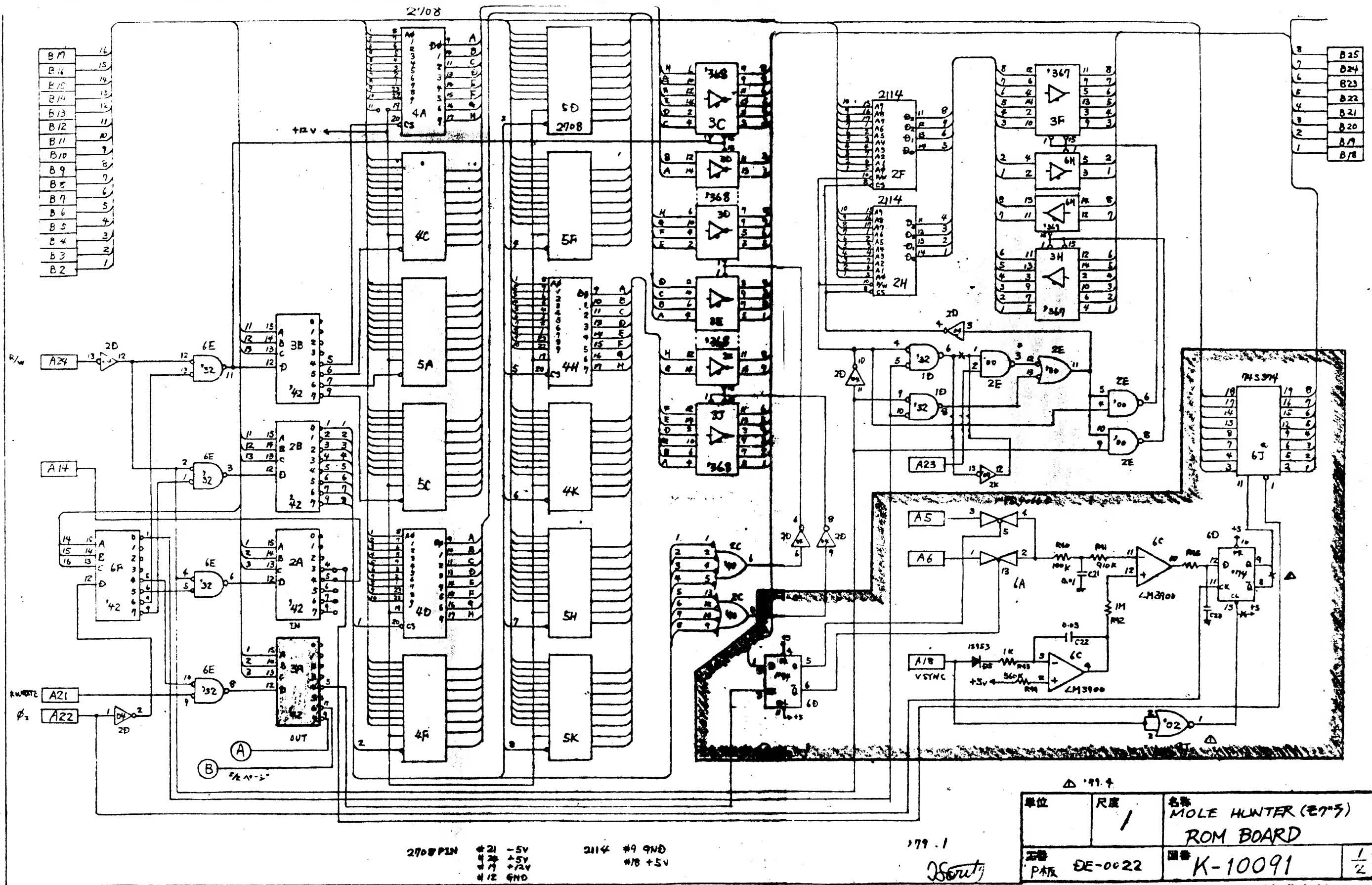
I/O BOARD CONNECTOR



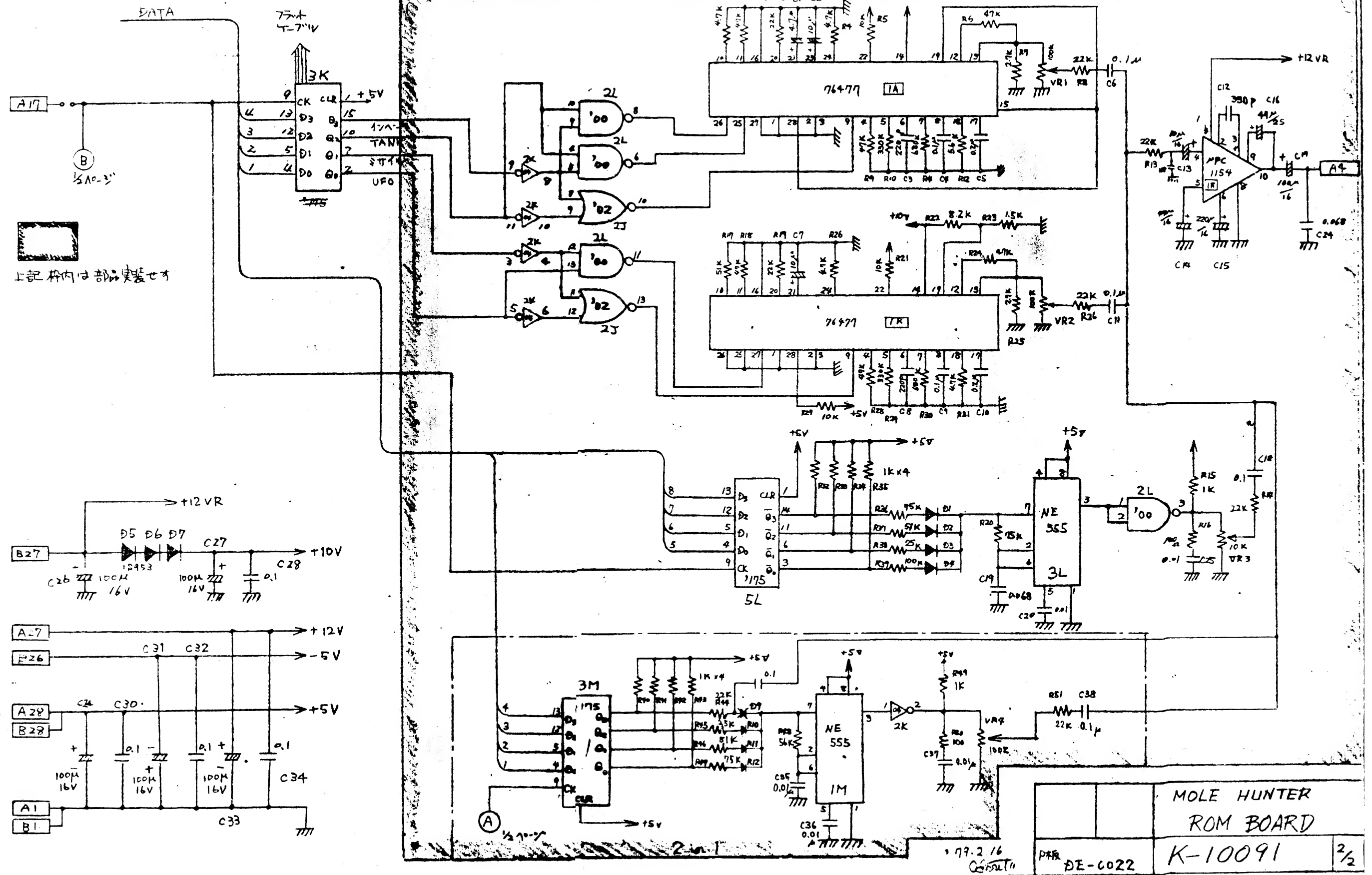
電源部

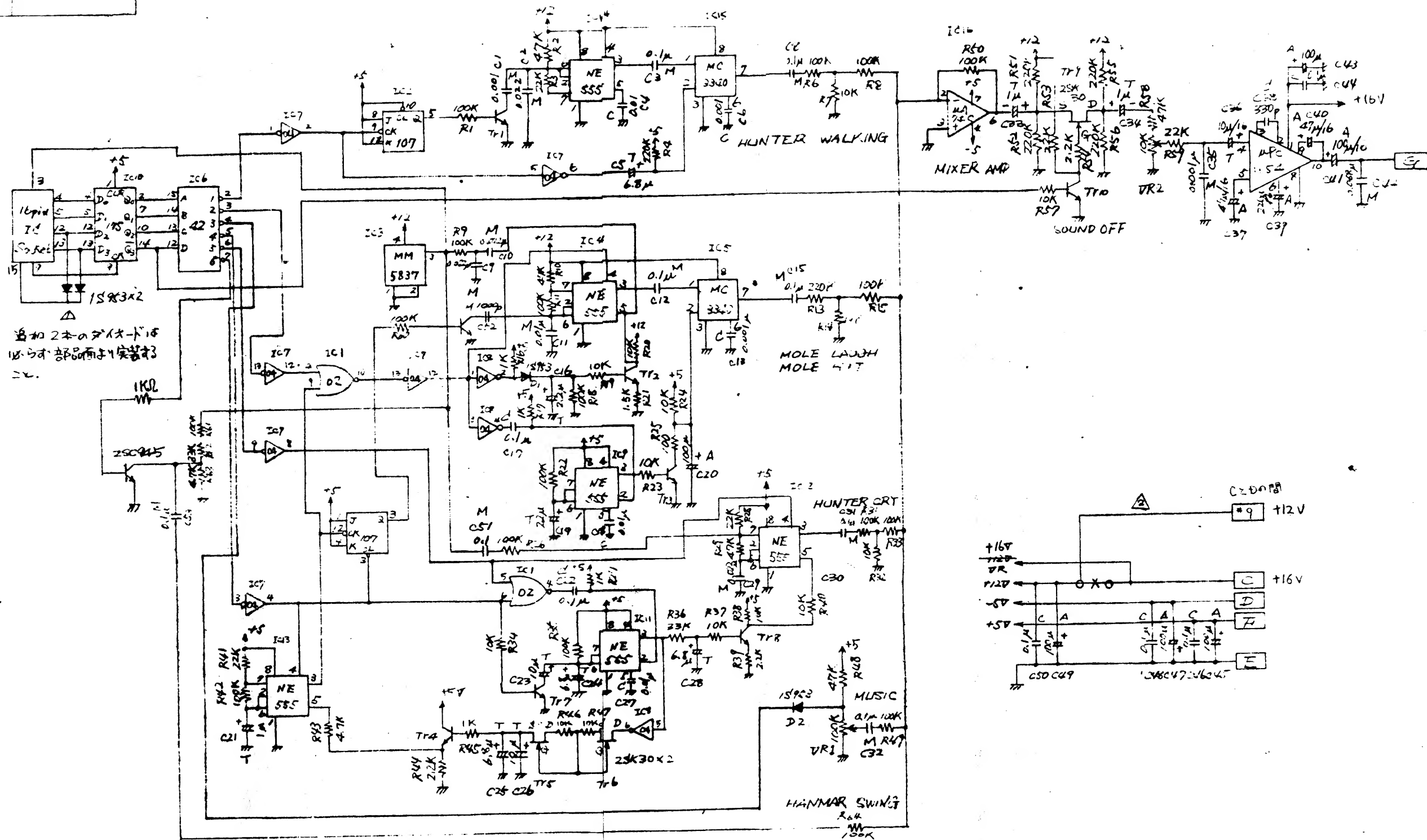


△	坂田	79.12.25	電源電圧UPのため						
記号	担当	年月日	改訂	箇所	符号	部品、図面番号	名称	仕様、材質	備考
材質							名称	MOLE HUNTER (モルハンター)	
								総合配線図	
承認	検図	検図	担当		単位	mm	図番		
					尺度	/		K-10092	1/1

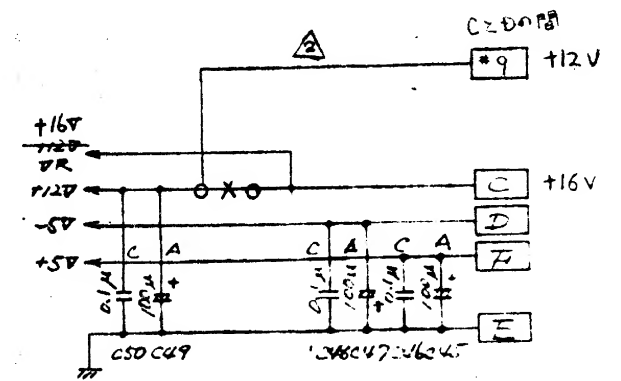


データ・イースト株式会社





追加2本のダイオードは
必ず部品面より実装する。
ニル。



本型では、リフト位置、次に至る、DE-0034に準拠。
本図は MM 5837 を使用するもののみ適用する。

△ 検出 79.12.13 音 POWER 811:53

記号	担当	年月日	改訂	個所	符号	部品、図面番号	名称	仕様、材質
△	△	5/16/2.5					名称	MOLE HUNTER
								AUT. FRONT CIRCUIT
							図番	DE-0040
								K-10087
材質	処理	公差	名称					
承認	検図	検図	担当	単位	mm			
				尺度	/			

記事
1) NPN TYPE TRANSISTOR : 2SC2230
2) 2SC2230は、100%保証
3) 2SC2230は、100%保証
4) 2SC2230は、100%保証
5) 2SC2230は、100%保証

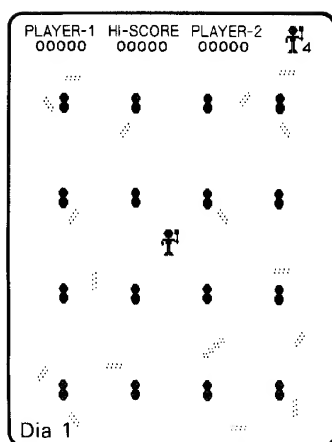


DATA EAST CORPORATION

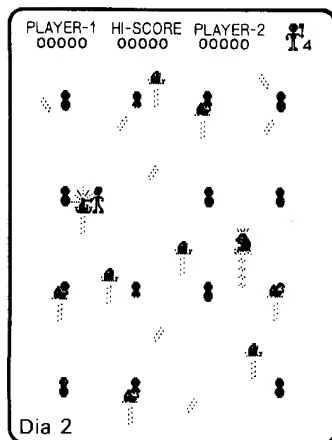
Takagi Bldg.
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TELEX "DATAEAST J29894"

MOLE HUNTER

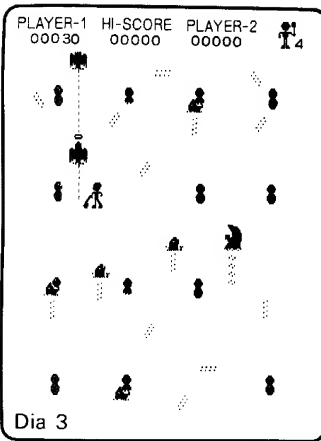
HOW TO PLAY



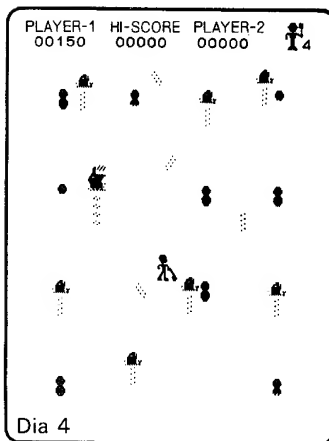
1. On the screen appear 16 baby moles and 16 peanuts. In the lower center lives Grandfather mole. In the top right hand corner, there are 4 mole hunters armed with hammers. (See Dia 1)



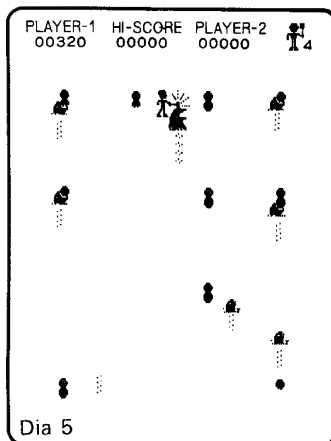
2. When you begin to play, one mole hunter will travel automatically to the center at the top of the screen. Upon his arrival, all the moles will disappear underground. The dotted lights showing where the moles are burrowing. (See Dia 2)



3. Soon, some baby moles will surface and begin to search for peanuts. However they can only eat the peanuts if they can approach close enough to enter the dotted area around them. The hunter must try to kill the baby moles before all of the peanuts are eaten.(See Dia 3)



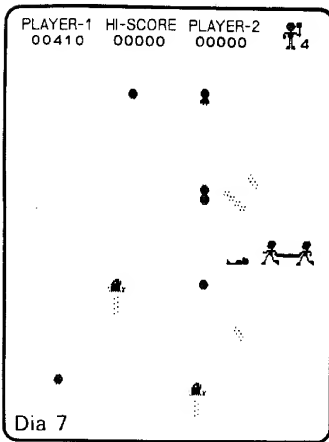
4. When the hunter kills a baby mole, they will go to heaven and points are awarded to the hunter. With the loss of each baby, the Grandfather cries, however, if the hunter strikes at and misses a baby, the Grandfather laughs.(See Dia 4)



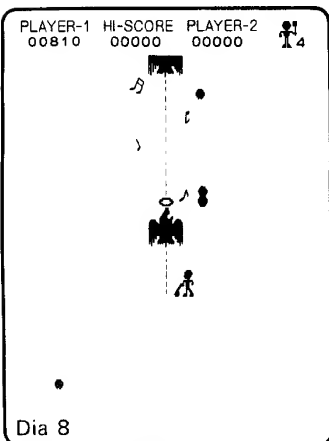
5. If the Grandfather gets close to a peanut, he is able to eat it very quickly, but at this time, the hunter can strike him. When the hunter strikes the Grandfather, he will be awarded 150 or 300 mystery points, and will drive the Grandfather underground again.(See Dia 5)



6. However, the grandfather can hurt the hunter and is always waiting for a chance to attack and bite him. In order to defend himself, the hunter should attack the Grandfather smartly in the beginning. (See Dia 6)



7. If the Grandfather does bite the hunter, a new hunter will take his place. If the fourth and last hunter is bitten, however, two carriers will rush on screen and carry the wounded hunter off. (See Dia 7)



8. If the hunter is successful in killing all of the baby moles, he can then kill the Grandfather. When the hunter succeeds in striking the Grandfather, he will send the Grandfather slowly to heaven and be awarded 300 points plus a further 100 points for each peanut that remains. (see Dia 8)

This concludes play and the player will be returned to the start again. However your next play may prove more difficult as the moles movement will be faster.